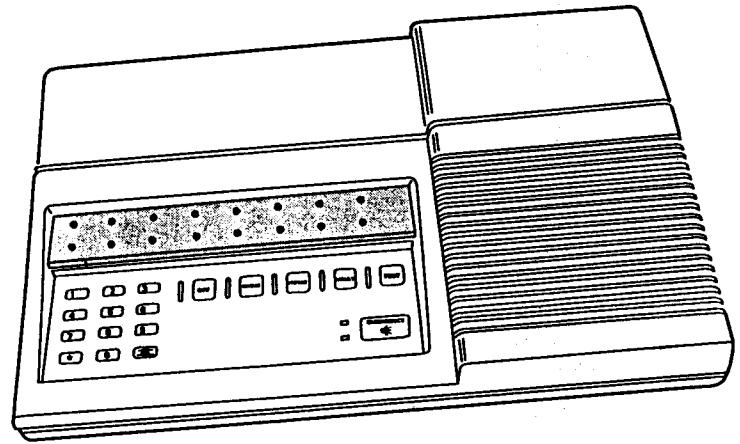


**HIGH PERFORMANCE
WIRELESS SECURITY SYSTEM**

Linear



Owner's Manual



INTRODUCTION

CONGRATULATIONS for selecting Linear's Security System. The DF-16 Console incorporates many advanced and sophisticated features. The system can be expanded and customized to fit the installation's specific needs.

The Console and its accessories are designed and manufactured by the oldest wireless security company in North America. You can look ahead to many years of reliable service with this Console and its accessories.

For a UL smoke alarm system, there must be at least one smoke detector programmed into the Console to meet National Fire Protection Association (NFPA) Rule 74 and UL 217 requirements. Many insurance companies require you to meet these requirements to qualify for a discount. Only use the Model DF-71 smoke detector with this Console for a UL smoke alarm system.

In this manual, the bullets preceding the text help to define the step. For example:

- ◆ This symbol indicates a feature.
- ▶ This symbol indicates an action to perform.
- * This symbol is for lit indications or system sounds.
- ⚡ This symbol is for important notes.

EVACUATION PLANNING

For systems that include fire protection, UL requires that the following information be available to the users of the system.

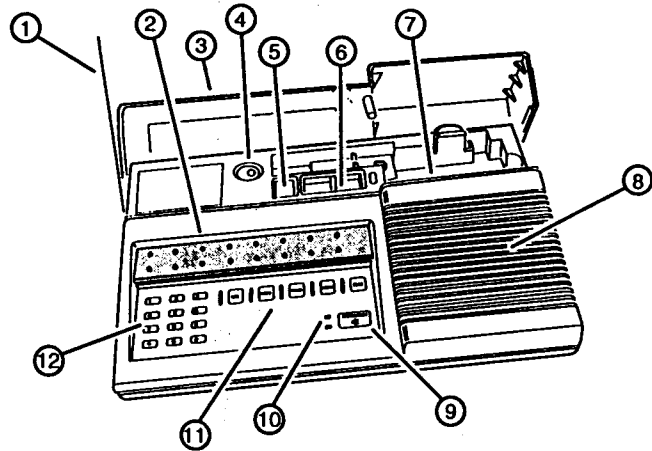
Draw up a floor plan showing two exits for each room. The following procedures are to be discussed with the family:

- ① Status of bedroom doors.
- ② familiarity with alarm signals.
- ③ Testing of door during a fire and use of alternate escape route if door is hot to touch.
- ④ Crawling and holding breath.
- ⑤ Escape fast. No stopping for packing.
- ⑥ Meet at designated outdoor spot.
- ⑦ Emphasize that no one is to return to a burning house.
- ⑧ Fire department notification from a neighbor's phone.
- ⑨ Periodic rehearsal is to be conducted.

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1. CONSOLE FEATURES

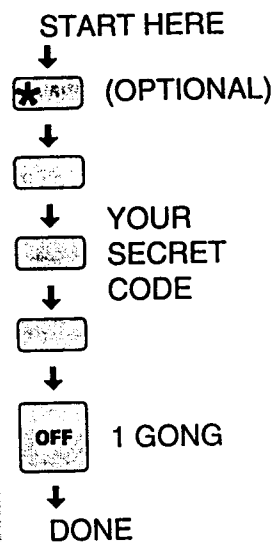


- 1 ANTENNA**
- ★ Receives signals from the system's sensors.
 - ★ Can be rotated towards the top of the Console case for wall mounting.
- 2 STATUS INDICATORS**
- ★ Indicates the status of each of the system's sensors.
 - ★ Lights show which doors and windows are open.
 - ★ Lights flash to display sensors that have caused an alarm.
 - ★ Lights blink to show any sensors that have a low battery.
 - ★ Stick-on labels are provided to identify your custom sensor locations.
- 3 HINGED TOP COVER**
- ★ Flips open to access special system features.
 - ★ Can be locked closed for system security.
- 4 VOLUME CONTROL**
- ★ Varies the volume of the advisory tones that come from the speaker.
 - ★ Does not affect internal or accessory sirens (they are always full volume).
- 5 LEARN BUTTON**
- ★ Used to place the Console into the Learn Mode.
 - ★ Learn Mode is used to add additional sensors to the system (up to 16 total).
 - ★ The secret code can be changed using Learn Mode.
 - ★ Various advanced system programming options can be made in Learn Mode.
- 6 FUSE HOLDER**
- ★ Holds fuse for the backup battery.
 - ★ If the POWER light is flashing and the optional backup battery is installed and charged, check this fuse. (Pull fuse holder straight up.)
- 7 BACKUP BATTERY LOCATION**
- ★ Space for 12-volt, 1.2 amp/hour backup battery. (Highly recommended.)
 - ★ Backup battery is automatically charged and monitored by the Console.
 - ★ Backup battery can power the Console for up to 6 hours.
 - ★ **UL NOTE: Normal estimated battery life should be 3 to 4 years.**

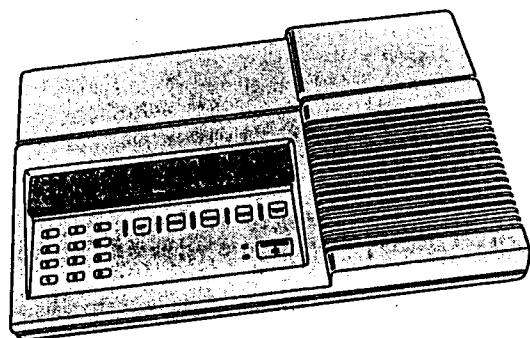
- 8 SIREN SPEAKER**
- ★ Makes unique sounds for burglary, fire and emergencies.
 - ★ Alarm siren stops automatically after five minutes.
 - ★ Sounds advisory tones to confirm keystrokes from the Console.
 - ★ Sounds mode selections tones.
 - ★ Sounds alarm memory tones.
 - ★ Beeps when Automation Output is activated.
- 9 EMERGENCY BUTTON**
- ★ Pressing the [EMERGENCY] button for two seconds sounds the emergency siren.
 - ★ Sends an "emergency" message to a central monitoring station through the Emergency Dialer (if dialer is programmed).
 - ★ Works even when system is disarmed.
 - ★ **IMPORTANT: For personal emergency use only. Not for use as a UL Listed Medical Alert System.**
- 10 POWER LIGHT**
- ★ Glows when AC power is on.
 - ★ Dims when AC power is off and backup battery is installed.
 - ★ Blinks when the backup battery is low, recharging or missing.
 - ★ Off when AC power is off and no backup battery is installed (system disabled).
- 11 MODE BUTTONS**
- ★ Used to control the Console.
- OFF**
- ★ Off Mode disarms the system.
 - ★ Switching to Off Mode stops the alarm siren.
 - ✓ Multiple beeps sound and status lights flash if an alarm has occurred.
 - ✖ Multiple beeps mean caution. **AN INTRUDER MAY STILL BE IN YOUR HOME.**
- CHIME**
- ★ Chime Mode disarms the system.
 - ★ Switching to Chime Mode stops the alarm siren.
 - ✓ Multiple beeps sound and status lights flash if an alarm has occurred.
 - ✖ Multiple beeps mean caution. **AN INTRUDER MAY STILL BE IN YOUR HOME.**
 - ★ Chime Mode is for monitoring doors and windows.
 - ✓ Use this mode as an "automatic door chime" when at home.
 - ✓ Opening any protected door or window causes Console to "ding-dong".
- HOME**
- ★ Home Mode arms the perimeter sensors, but not the interior sensors.
 - ✓ Use this mode when anyone is staying behind.
 - ✓ Interior motion detectors and interior door sensors are not armed.
- AWAY**
- ★ Away Mode arms the entire system.
 - ✓ Use this mode when leaving home.
 - ✓ Door sensors set for delayed will have a delay that allows you to leave and enter the premises without sounding the alarm.
 - ✓ Entry Delay beeps warn you to disarm the system before the siren starts.
- TEST**
- ★ Test Mode is for testing the system sensors.
 - ✓ All sensor status lights blink when the Test Mode is entered.
 - ✓ Each sensor status light will stop blinking when its sensor is tested.
 - ★ Hold the [TEST] button down to test all of the Console's indicator lights.
- 12 KEYPAD**
- ★ For entering the secret code (numerically or alphabetically).
 - ★ Secret code must be entered before switching to Off, Test or Learn Modes.
 - ★ Used when programming system options.
 - ★ Press [AUTO] key to activate Automation Output.
 - ★ Press the [*] key to clear keypad if the wrong key is pressed.

2. DISARMING THE SYSTEM

OFF MODE

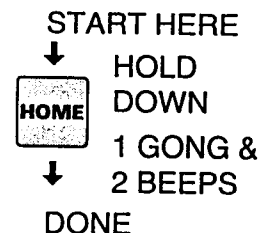
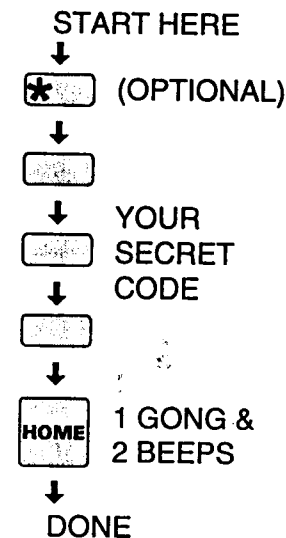


- ◆ Use this mode to disarm the burglary portion of the system.
- ◆ Switching to Off Mode stops any audible alarms in progress.
- ◆ The emergency functions are still active in Off Mode and can be triggered by pressing the [EMERGENCY] button.
- ☞ Switch to Off Mode by entering the secret code, and pressing [OFF].
- * When the system is disarmed to Off Mode, the Console will sound one "Gong".
- * If an alarm has occurred, multiple beeps will sound after disarming and the sensor light for the sensor(s) that caused the alarm will flash.
- ⚠ NOTE: In Off Mode, protected doors and windows cannot trigger the burglary alarm.

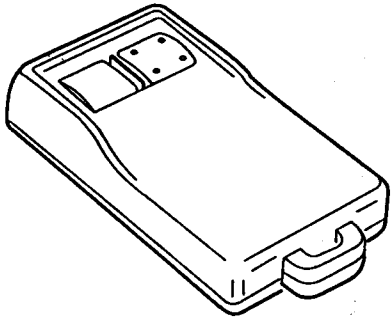


3. USING THE SYSTEM AT HOME

HOME MODE



- ◆ Use this mode when sleeping or when anyone is staying inside.
- ◆ Home Mode causes an **instant** alarm when any perimeter sensor switched to INSTANT is triggered.
- ◆ Home Mode causes a **delayed** alarm when any perimeter sensor switched to DELAYED is triggered.
- ◆ Alarm siren stops automatically after five minutes and the system will remain armed.
- ◆ Home Mode ignores all interior sensors (optional interior motion detectors).
- ☞ Arm to Home Mode by entering the secret code, and pressing [HOME].
- ☞ You can "Quick Arm" to Home Mode from Off or Chime Mode by holding down the [HOME] key for two seconds.
- * When the system is armed to the Home Mode, the Console will sound a "Gong" and two "Beeps".
- ☞ Enter the secret code and press [OFF] or [CHIME] to disarm from Home Mode and/or stop the alarm siren.
- * If an alarm has occurred, multiple beeps will sound after disarming and the sensor light for the sensor(s) that caused the alarm will flash (switch to Off Mode again to stop flashing alarm memory light).



KEYCHAIN TRANSMITTER

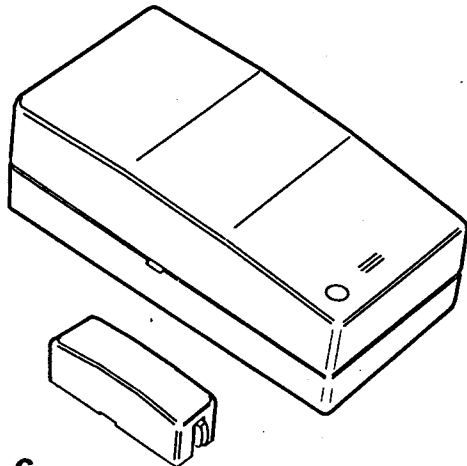
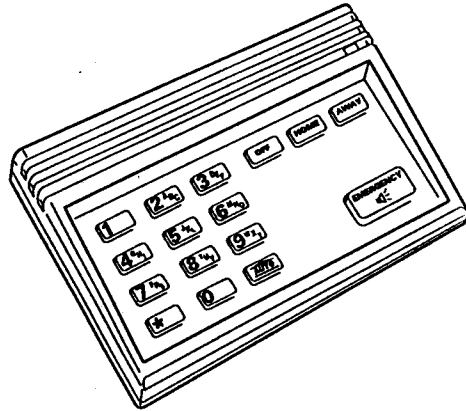
Provides remote system access from outside the home.

Provides remote panic activation for personal protection.

Automation feature can activate lights with a push of a button.

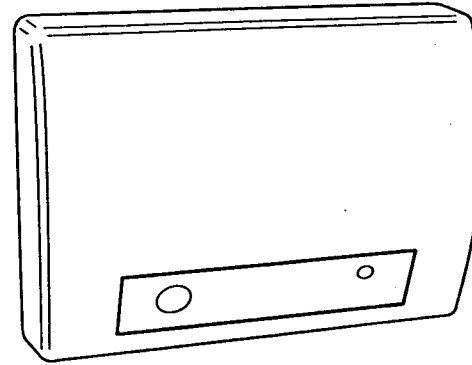
REMOTE KEYPAD

Provides control for the entire system.



DOOR/WINDOW SENSORS

Can also guard areas such as gun cabinets.

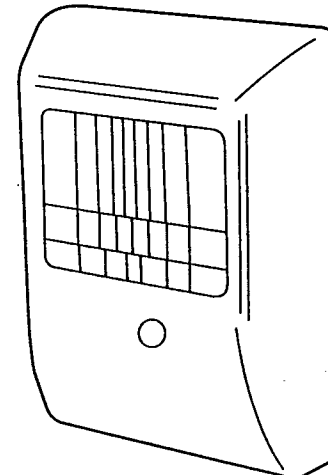
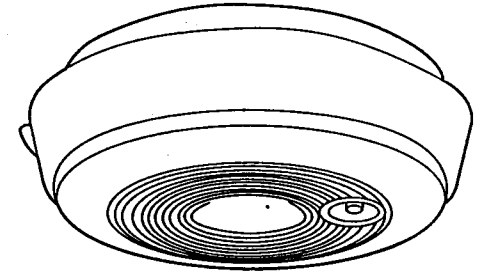


GLASS BREAK DETECTOR

Triggers the alarm the instant glass is broken.

SMOKE DETECTOR

Equips your security system for fire protection.



INFRARED MOTION DETECTOR

Provides interior protection when monitored area is entered. Body heat activates sensor.

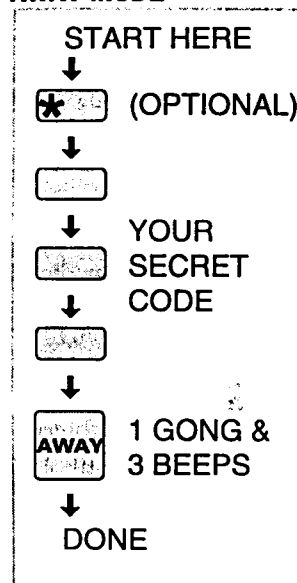
- ☞ If the system is already in the Home Mode and you want to exit the premises while leaving someone inside with the system still in Home Mode, press the [HOME] key for two seconds.
- * A "gong" and two "beeps" will sound and the HOME light will blink for 30 seconds.
- ◆ You can leave through a door with a delayed perimeter sensor during the 30 second Exit Delay without causing the Console to begin an Entry Delay.

AUTOMATIC BYPASSING OF SENSORS

- ◆ The Console can be armed with open door or window sensors.
- ◆ The system will automatically "bypass" open doors and windows after sounding four high-low beeps to warn you that a protected door or window is open.
- * Lit sensor status indicators show which sensors are open.
- ◆ Bypassed sensors cannot cause an alarm until they are "restored" (closed).
- ☞ If you close the door or window after arming the system, the sensor will be restored and can cause an alarm the next time it is opened.
- ◆ Automatic bypassing of sensors in the Home Mode allows you to arm the system at night with open windows, while still having perimeter protection with other closed doors and windows.

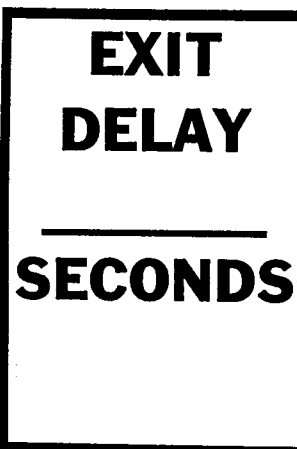
4. USING THE SYSTEM WHEN LEAVING

AWAY MODE



- ◆ Use this mode when no one will be staying home.
- ◆ Away Mode causes an **instant** alarm when any perimeter sensor switched to INSTANT is triggered.
- ◆ Away Mode causes a **delayed** alarm when any perimeter sensor switched to DELAYED is triggered.
- ◆ Away Mode causes an **instant** alarm when any interior sensors (optional interior motion detectors) are triggered. The interior sensors will be **delayed** if a perimeter delayed sensor is triggered first.
- ◆ Alarm siren stops automatically after five minutes and the system will remain armed. This can occur an unlimited number of times.
- ☞ Arm to Away Mode by entering the secret code, and pressing [AWAY].
- ☞ You can "Quick Arm" to Away Mode from Home, Chime or Off Mode by holding down the [AWAY] key for two seconds.

EXIT DELAY (For Leaving the Premises)



- * When the system is armed to the Away Mode, the Console will sound a "Gong" and three "Beeps".
- * During the Exit Delay, the Console will sound "beeps" and the AWAY light will blink.
- ◆ The Exit Delay gives you time to leave the premises through a delayed perimeter door without triggering an alarm.
- * When the Exit Delay is over, the Console will sound one "gong" to warn you that the system is fully armed.

ENTRY DELAY (For Entering the Premises)

**ENTRY
DELAY**

SECONDS

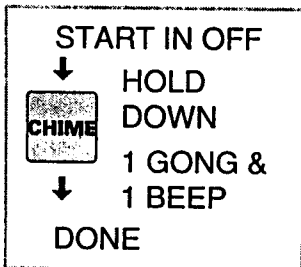
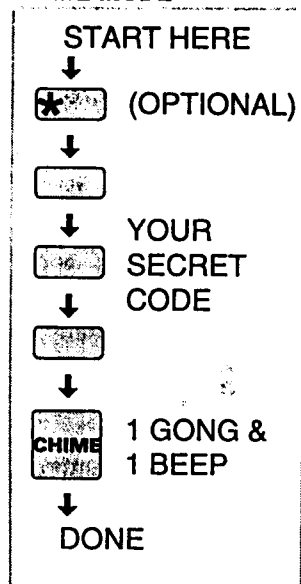
- ◆ The Entry Delay gives you time to enter the premises through a delayed perimeter door without triggering an alarm.
- ◆ If a perimeter delayed sensor is triggered, starting the Entry Delay, the interior sensors will also become **delayed** (this allows motion in the premises during the Entry Delay).
- * During the Entry Delay, the Console will sound "beeps".
- ◆ When the Entry Delay is over, the Console will go into full alarm and sound the siren if it is not disarmed to the Off or Chime Mode.
 - ✓ If an alarm has occurred while you were gone, multiple beeps will sound after disarming and the sensor light for the sensor(s) that caused the alarm will flash (switch to Off Mode again to stop flashing alarm memory light).
- ☞ **If you hear the multiple beeps, use caution when entering. AN INTRUDER MAY STILL BE IN YOUR HOME.**

AUTOMATIC BYPASSING OF SENSORS

- ◆ The Console can be armed with open door or window sensors.
- * The system will automatically "bypass" open doors and windows after sounding four high-low beeps to warn you that a protected door or window is open.
- * Lit sensor status indicators show which sensors are open.
- ☞ **NOTE:** Bypassed sensors cannot cause an alarm until they are "restored".
- ◆ If you close the door or window after arming the system, the sensor will be restored and can cause an alarm the next time it is opened.
- ◆ Automatic bypassing of sensors in the Away Mode allows you to arm the system with open doors and windows, while still having perimeter protection with other closed doors and windows.

5. USING THE SYSTEM AS A DOOR CHIME

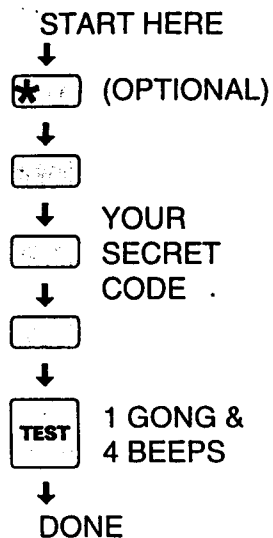
CHIME MODE



- ◆ Chime Mode is for monitoring entries and exits without causing alarms.
- ◆ Use Chime Mode as an "automatic door chime" when at home.
- * Opening any protected door or window causes the Console to sound a "ding-dong".
- ☞ Select the Chime Mode by entering the secret code, then press [CHIME].
- ☞ You can enter Chime Mode from Off Mode by holding down the [CHIME] key for two seconds.
- * When the system is switched to the Chime Mode, the Console will sound a "Gong" and one "Beep".
- ◆ Going to Chime Mode disarms the system and stops any alarms in progress.
- ☞ **NOTE:** In Chime Mode, protected doors and windows cannot trigger the burglary alarm.

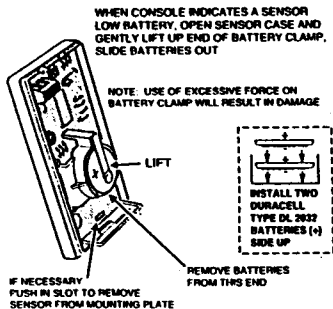
6. BI-WEEKLY SYSTEM TESTING

TEST MODE



- ◆ It is recommended that your system be tested every two weeks.
- ◆ The Console must be in Off Mode before going to Test Mode.
- ☞ Switch the Console into Test Mode by entering the secret code and pressing [TEST].
- * When the system is switched to the Test Mode, the Console will sound a "Gong" and four "Beeps".
- ☞ Holding down the [TEST] button will light all of the Console's indicators.
- * The sensor status lights will flash for each sensor programmed into the Console.
- ☞ Go to each sensor and press its test button or open and close the protected opening.
- ☞ To test the wireless keypad, press the [AUTO] key.
- * As each sensor is tested, the sensor status light for the sensor will stop flashing and return to showing the current status of the sensor.
- * The Console will make a "bing" sound as each sensor is tested.
- ☞ Continue testing until there are no flashing status lights.
- ⚠ NOTE: If the Console is left unattended in Test Mode, it will automatically switch back to Off Mode after 3 minutes.

7. SENSOR BATTERY REPLACEMENT



- * When a sensor's status light on the Console blinks, the sensor has a low battery.
- ⚠ NOTE: Don't confuse a blinking status light with a flashing status light (flashing light is faster and indicates alarm memory).
- ☞ Refer to the figure when replacing door/window sensor batteries.

8. REMOTE BATTERY REPLACEMENT

